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L17	(asynchronously with streams with (parallel or concurrent$2 or simultaneously))	54	L17
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L14	L13 and 15	32	L14
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L11	(707/204).ccls. and 11	6	L11
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L5	(asynchronous with (backup or archiv$3))	361	L5
L4	L3	0	L4
L3	l1 and L2	0	L3
L2	(asynchronous with (backup or archiv$3)).ab.	36	L2
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L2	36	(asynchronous with (backup or archiv$3)).ab.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/05 09:38
L3	15	(asynchronous with (parallel or concurrent$3 or simultaneous$2) with log)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/05 08:35
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L5	355	(asynchronous with (backup or archiv$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/05 08:32
L6	3	3 and 5	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/05 08:32
L7	0	(asynchronous with (parallel or concurrent$3 or simultaneous$2) with logs)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/05 08:36

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Command Reference
The next database **backup** will prune the expired entries from the history file. ... that the
user exit function cannot be called to store **archive log** files. ...
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online logs, **archive** logs, and control file be mirrored. Administrators must place the.
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Do you have all **archive logs** accessible without any break in the sequence numbers? ...
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hot database files, such as DBF files and **archive log** files which should not be ... **Corrupt**
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Oracle Undocumented Parameters
There is a new init.ora parameter, LOG_BLOCKS_DURING_BACKUP, that controls
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When you **back up** a table space online, it is still available for use, and **simultaneous**
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1 Peer-to-peer infrastructure: Pastiche: making backup cheap and easy   ■

Landon P. Cox, Christopher D. Murray, Brian D. Noble
December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI
Publisher: ACM Press
Full text available: 🗎 pdf(1.65 MB)   Additional Information: full citation, abstract, references, citings

Backup is cumbersome and expensive. Individual users almost never back up their data, and backup is a significant cost in large organizations. This paper presents *Pastiche*, a simple and inexpensive backup system. Pastiche exploits excess disk capacity to perform peer-to-peer backup with no administrative costs. Each node minimizes storage overhead by selecting peers that share a significant amount of data. It is easy for common installations to find suitable peers, and peers with high ove ...

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2 ARIES: a transaction recovery method supporting fine-granularity locking and partial   ■
rollbacks using write-ahead logging

C. Mohan, Don Haderle, Bruce Lindsay, Hamid Pirahesh, Peter Schwarz
March 1992 **ACM Transactions on Database Systems (TODS)**, Volume 17 Issue 1
Publisher: ACM Press

Full text available: 🗎 pdf(5.23 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

DB2TM, IMS, and TandemTM systems. ARIES is applicable not only to database management systems but also to persistent object-oriented languages, recoverable file systems and transaction-based operating systems. ARIES has been implemented, to varying degrees, in IBM's OS/2TM Extended Edition Database Manager, DB2, Workstation Data Save Facility/VM, Starburst and QuickSilver, and in the University of Wisconsin's EXODUS and Gamma d ...

Keywords: buffer management, latching, locking, space management, write-ahead logging

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3 High speed on-line backup when using logical log operations   ■

David B. Lomet
May 2000 **ACM SIGMOD Record , Proceedings of the 2000 ACM SIGMOD international conference on Management of data SIGMOD '00**, Volume 29 Issue 2
Publisher: ACM Press

Full text available: 📄 pdf(220.69 KB)   Additional Information: full citation, abstract, references, citings, index terms

Media recovery protects a database from failures of the stable medium by maintaining an extra copy of the database, called the backup, and a media recovery log. When a failure occurs, the database is "restored" from the backup, and the media recovery log is used to roll forward the database to the desired time, usually the current time. Backup must be both fast and "on-line", i.e. concurrent with on-going update activity. Conventional online backup sequentially copies ...

4 <u>Disaster recovery techniques for database systems</u>   ■

Manhoi Choy, Hong Va Leong, Man Hon Wong
November 2000 **Communications of the ACM**

Publisher: ACM Press

Full text available: 📄 pdf(412.04 KB)   Additional Information: full citation, references, index terms

5 <u>OceanStore: an architecture for global-scale persistent storage</u>   ▬

John Kubiatowicz, David Bindel, Yan Chen, Steven Czerwinski, Patrick Eaton, Dennis Geels, Ramakrishna Gummadi, Sean Rhea, Hakim Weatherspoon, Chris Wells, Ben Zhao
November 2000 **ACM SIGARCH Computer Architecture News , ACM SIGOPS Operating Systems Review , Proceedings of the ninth international conference on Architectural support for programming languages and operating systems ASPLOS-IX**, Volume 28 , 34 Issue 5 , 5

Publisher: ACM Press

Full text available: 📄 pdf(166.53 KB)   Additional Information: full citation, abstract, references, citings, index terms

OceanStore is a utility infrastructure designed to span the globe and provide continuous access to persistent information. Since this infrastructure is comprised of untrusted servers, data is protected through redundancy and cryptographic techniques. To improve performance, data is allowed to be cached anywhere, anytime. Additionally, monitoring of usage patterns allows adaptation to regional outages and denial of service attacks; monitoring also enhances performance through pro-active movement ...

6 <u>OceanStore: an architecture for global-scale persistent storage</u>   ▬

John Kubiatowicz, David Bindel, Yan Chen, Steven Czerwinski, Patrick Eaton, Dennis Geels, Ramakrishan Gummadi, Sean Rhea, Hakim Weatherspoon, Westley Weimer, Chris Wells, Ben Zhao
November 2000 **ACM SIGPLAN Notices**, Volume 35 Issue 11

Publisher: ACM Press

Full text available: 📄 pdf(1.47 MB)   Additional Information: full citation, abstract, references, citings, index terms

OceanStore is a utility infrastructure designed to span the globe and provide continuous access to persistent information. Since this infrastructure is comprised of untrusted servers, data is protected through redundancy and cryptographic techniques. To improve performance, data is allowed to be cached anywhere, anytime. Additionally, monitoring of usage patterns allows adaptation to regional outages and denial of service attacks; monitoring also enhances performance through pro-active movement ...

7 <u>Industrial sessions: beyond relational tables: Coordinating backup/recovery and data</u> ▬
<u>consistency between database and file systems</u>

Suparna Bhattacharya, C. Mohan, Karen W. Brannon, Inderpal Narang, Hui-I Hsiao, Mahadevan Subramanian
June 2002 **Proceedings of the 2002 ACM SIGMOD international conference on**

Management of data SIGMOD '02
Publisher: ACM Press
Full text available: 📄 pdf(1.44 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

> Managing a combined store consisting of database data and file data in a robust and consistent manner is a challenge for database systems and content management systems. In such a hybrid system, images, videos, engineering drawings, etc. are stored as files on a file server while meta-data referencing/indexing such files is created and stored in a relational database to take advantage of efficient search. In this paper we describe solutions for two potentially problematic aspects of such a data ...
>
> **Keywords**: DB2, content management, database backup, database recovery, datalinks

8   RPC-V: Toward Fault-Tolerant RPC for Internet Connected Desktop Grids with Volatile Nodes
Samir Djilali, Thomas Herault, Oleg Lodygensky, Tangui Morlier, Gilles Fedak, Franck Cappello
November 2004 **Proceedings of the 2004 ACM/IEEE conference on Supercomputing SC '04**
Publisher: IEEE Computer Society
Full text available: 📄 pdf(230.75 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>

> RPC is one of the programming models envisioned for the Grid. In Internet connected Large Scale Grids such as Desktop Grids, nodes and networks failures are not rare events. This paper provides several contributions, examining the feasibility and limits of fault-tolerant RPC on these platforms. First, we characterize these Grids from their fundamental features and demonstrate that their applications scope should be safely restricted to stateless services. Second, we present a new fault-tolerant ...

9   Practical byzantine fault tolerance and proactive recovery
Miguel Castro, Barbara Liskov
November 2002 **ACM Transactions on Computer Systems (TOCS)**, Volume 20 Issue 4
Publisher: ACM Press
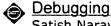
Full text available: 📄 pdf(1.63 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

> Our growing reliance on online services accessible on the Internet demands highly available systems that provide correct service without interruptions. Software bugs, operator mistakes, and malicious attacks are a major cause of service interruptions and they can cause arbitrary behavior, that is, Byzantine faults. This article describes a new replication algorithm, BFT, that can be used to build highly available systems that tolerate Byzantine faults. BFT can be used in practice to implement re ...
>
> **Keywords**: Byzantine fault tolerance, asynchronous systems, proactive recovery, state machine replication, state transfer

10 BugNet: Continuously Recording Program Execution for Deterministic Replay Debugging
Satish Narayanasamy, Gilles Pokam, Brad Calder
May 2005 **ACM SIGARCH Computer Architecture News , Proceedings of the 32nd Annual International Symposium on Computer Architecture ISCA '05**, Volume 33 Issue 2
Publisher: IEEE Computer Society, ACM Press
Full text available: 📄 pdf(204.07 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>citings</u>, <u>index terms</u>

> Significant time is spent by companies trying to reproduce and fix the bugs that occur for

released code. To assist developers, we propose the BugNet architecture to continuously record information on production runs. The information collected before the crash of a program can be used by the developers working in their execution environment to deterministically replay the last several million instructions executed before the crash. BugNet is based on the insight that recording the register file ...

11 The Alpine file system

M. R. Brown, K. N. Kolling, E. A. Taft
November 1985 **ACM Transactions on Computer Systems (TOCS)**, Volume 3 Issue 4
Publisher: ACM Press

Full text available: pdf(2.95 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Alpine is a file system that supports atomic transactions and is designed to operate as a service on a computer network. Alpine's primary purpose is to store files that represent databases. An important secondary goal is to store ordinary files representing documents, program modules, and the like. Unlike other file servers described in the literature, Alpine uses a log-based technique to implement atomic file update. Another unusual aspect of Alpine is that it performs all commu ...

12 Distributed logging for transaction processing

Dean S. Daniels, Alfred Z. Spector, Dean S. Thompson
December 1987 **ACM SIGMOD Record , Proceedings of the 1987 ACM SIGMOD international conference on Management of data SIGMOD '87**, Volume 16 Issue 3
Publisher: ACM Press

Full text available: pdf(1.51 MB)   Additional Information: full citation, abstract, references, citings, index terms

Increased interest in using workstations and small processors for distributed transaction processing raises the question of how to implement the logs needed for transaction recovery. Although logs can be implemented with data written to duplexed disks on each processing node, this paper argues there are advantages if log data is written to multiple log server nodes. A simple analysis of expected logging loads leads to the conclusion that a high performance, microprocessor b ...

13 Data integration and sharing II: Scientific data repositories: designing for a moving target

Etzard Stolte, Christoph von Praun, Gustavo Alonso, Thomas Gross
June 2003 **Proceedings of the 2003 ACM SIGMOD international conference on Management of data SIGMOD '03**
Publisher: ACM Press

Full text available: pdf(739.27 KB)   Additional Information: full citation, abstract, references, citings, index terms

Managing scientific data warehouses requires constant adaptations to cope with changes in processing algorithms, computing environments, database schemas, and usage patterns. We have faced this challenge in the RHESSI Experimental Data Center (HEDC), a datacenter for the RHESSI NASA spacecraft. In this paper we describe our experience in developing HEDC and discuss in detail the design choices made. To successfully accommodate typical adaptations encountered in scientific data management systems ...

14 The Recovery Manager of the System R Database Manager

Jim Gray, Paul McJones, Mike Blasgen, Bruce Lindsay, Raymond Lorie, Tom Price, Franco Putzolu, Irving Traiger
June 1981 **ACM Computing Surveys (CSUR)**, Volume 13 Issue 2
Publisher: ACM Press

Full text available: pdf(1.75 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

15 <u>Beating the I/O bottleneck: a case for log-structured file systems</u>

John Ousterhout, Fred Douglis
January 1989 **ACM SIGOPS Operating Systems Review**, Volume 23 Issue 1
Publisher: ACM Press
Full text available: pdf(1.36 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>citings</u>, <u>index terms</u>

CPU speeds are improving at a dramatic rate, while disk speeds are not. This technology shift suggests that many engineering and office applications may become so I/O-limited that they cannot benefit from further CPU improvements. This paper discusses several techniques for improving I/O performance, including caches, battery-backed-up caches, and cache logging. We then examine in particular detail an approach called *log-structured file systems*, where the file system's only representation ...

16 <u>The *Conquest* file system: Better performance through a disk/persistent-RAM hybrid design</u>

An-I Andy Wang, Geoff Kuenning, Peter Reiher, Gerald Popek
August 2006 **ACM Transactions on Storage (TOS)**, Volume 2 Issue 3
Publisher: ACM Press
Full text available: pdf(1.34 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Modern file systems assume the use of disk, a system-wide performance bottleneck for over a decade. Current disk caching and RAM file systems either impose high overhead to access memory content or fail to provide mechanisms to achieve data persistence across reboots.The *Conquest* file system is based on the observation that memory is becoming inexpensive, which enables all file system services to be delivered from memory, except for providing large storage capacity. Unlike caching, *Con* ...

Keywords: Persistent RAM, file systems, performance measurement, storage management

17 <u>The process group approach to reliable distributed computing</u>

Kenneth P. Birman
December 1993 **Communications of the ACM**, Volume 36 Issue 12
Publisher: ACM Press
Full text available: pdf(6.00 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: fault-tolerant process groups, message ordering, multicast communication

18 <u>A Self-Organizing Storage Cluster for Parallel Data-Intensive Applications</u>

Hong Tang, Aziz Gulbeden, Jingyu Zhou, William Strathearn, Tao Yang, Lingkun Chu
November 2004 **Proceedings of the 2004 ACM/IEEE conference on Supercomputing SC '04**
Publisher: IEEE Computer Society
Full text available: pdf(330.26 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>

Cluster-based storage systems are popular for data-intensive applications and it is desirable yet challenging to provide incremental expansion and high availability while achieving scalability and strong consistency. This paper presents the design and implementation of a self-organizing storage cluster called Sorrento, which targets data-

intensive workload with highly parallel requests and low write-sharing patterns. Sorrento automatically adapts to storage node joins and departures, and the sys ...

19 The Zebra striped network file system

John H. Hartman, John K. Ousterhout

December 1993 **ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM symposium on Operating systems principles SOSP '93**, Volume 27 Issue 5

Publisher: ACM Press

Full text available: 🔁 pdf(1.93 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Zebra is a network file system that increases throughput by striping file data across multiple servers. Rather than striping each file separately, Zebra forms all the new data from each client into a single stream, which it then stripes using an approach similar to a log-structured file system. This provides high performance for writes of small files as well as for reads and writes of large files. Zebra also writes parity information in each stripe in the style of RAID disk arrays; this increase ...

20 Rx: treating bugs as allergies---a safe method to survive software failures

Feng Qin, Joseph Tucek, Jagadeesan Sundaresan, Yuanyuan Zhou

October 2005 **ACM SIGOPS Operating Systems Review , Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**, Volume 39 Issue 5

Publisher: ACM Press

Full text available: 🔁 pdf(245.29 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Many applications demand availability. Unfortunately, software failures greatly reduce system availability. Prior work on surviving software failures suffers from one or more of the following limitations: Required application restructuring, inability to address deterministic software bugs, unsafe speculation on program execution, and long recovery time. This paper proposes an innovative *safe* technique, called Rx, which can quickly recover programs from many types of software bugs, both det ...

Keywords: availability, bug, reliability, software failure

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In this mode, **log** transport services **archive logs** to the standby site, and **log** apply ...
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lc.leidenuniv.nl/awcourse/oracle/server.920/a96653/standbyreco.htm - 133k -
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[DOC] Oracle added 36 new packages 9i
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These **logs** keep track of the changes to the master tables and are used by the materialized
views during refresh **synchronization**. ...
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This call is currently not likely to be called **simultaneously** ...
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www.oracle.com/technology/deploy/availability/pdf/40144_Carpenter_doc.pdf -
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[PDF] Oracle7 Server
File Format: PDF/Adobe Acrobat - <u>View as HTML</u>
ADT has implemented an **Archive Log** Repository on the LAN and are sending. redo to that
site using the **Log** Writer **asynchronous** mode (LGWR ASYNC) which ...
www.oracle.com/technology/deploy/availability/pdf/1173_Carpenter_WP.pdf - <u>Similar pages</u>
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www.**archive**.org/search.php?query=mediatype%3A%22software%22%20AND%
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acm.org/sigmod/sigmod03/eproceedings/papers/r13p03.pdf - <u>Similar pages</u>

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1 **ARIES: a transaction recovery method supporting fine-granularity locking and partial rollbacks using write-ahead logging** ■

C. Mohan, Don Haderle, Bruce Lindsay, Hamid Pirahesh, Peter Schwarz
March 1992 **ACM Transactions on Database Systems (TODS)**, Volume 17 Issue 1
Publisher: ACM Press

Full text available: 📄 pdf(5.23 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

DB2TM, IMS, and TandemTM systems. ARIES is applicable not only to database management systems but also to persistent object-oriented languages, recoverable file systems and transaction-based operating systems. ARIES has been implemented, to varying degrees, in IBM's OS/2TM Extended Edition Database Manager, DB2, Workstation Data Save Facility/VM, Starburst and QuickSilver, and in the University of Wisconsin's EXODUS and Gamma d ...

Keywords: buffer management, latching, locking, space management, write-ahead logging

2 **FAB: building distributed enterprise disk arrays from commodity components** ■

Yasushi Saito, Svend Frølund, Alistair Veitch, Arif Merchant, Susan Spence
October 2004 **ACM SIGARCH Computer Architecture News , ACM SIGOPS Operating Systems Review , ACM SIGPLAN Notices , Proceedings of the 11th international conference on Architectural support for programming languages and operating systems ASPLOS-XI**, Volume 32 , 38 , 39 Issue 5 , 5 , 11
Publisher: ACM Press

Full text available: 📄 pdf(671.67 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

This paper describes the design, implementation, and evaluation of a Federated Array of Bricks (FAB), a distributed disk array that provides the reliability of traditional enterprise arrays with lower cost and better scalability. FAB is built from a collection of *bricks*, small storage appliances containing commodity disks, CPU, NVRAM, and network interface cards. FAB deploys a new majority-voting-based algorithm to replicate or erasure-code logical blocks across bricks and a reconfigurati ...

Keywords: consensus, disk array, erasure coding, replication, storage, voting

3 ISIS: an adaptive, trilingual conversational system with interleaving interaction and delegation dialogs

Helen Meng, P. C. Ching, Shuk Fong Chan, Yee Fong Wong, Cheong Chat Chan
September 2004 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 11
Issue 3
Publisher: ACM Press
Full text available: pdf(3.71 MB)   Additional Information: full citation, abstract, references, index terms

> ISIS (Intelligent Speech for Information Systems) is a trilingual spoken dialog system (SDS) for the stocks domain. It handles two dialects of Chinese (Cantonese and Putonghua) as well as English---the predominant languages in our region. The system supports spoken language queries regarding stock market information and simulated personal portfolios. The conversational interface is augmented with a screen display that can capture mouse-clicks as well as textual input by typing or stylus-writing. ...
>
> **Keywords**: Human-computer spoken language interface, interaction and delegation dialogs

4 Data integration and sharing II: Scientific data repositories: designing for a moving target

Etzard Stolte, Christoph von Praun, Gustavo Alonso, Thomas Gross
June 2003 **Proceedings of the 2003 ACM SIGMOD international conference on Management of data SIGMOD '03**
Publisher: ACM Press
Full text available: pdf(739.27 KB)   Additional Information: full citation, abstract, references, citings, index terms

> Managing scientific data warehouses requires constant adaptations to cope with changes in processing algorithms, computing environments, database schemas, and usage patterns. We have faced this challenge in the RHESSI Experimental Data Center (HEDC), a datacenter for the RHESSI NASA spacecraft. In this paper we describe our experience in developing HEDC and discuss in detail the design choices made. To successfully accommodate typical adaptations encountered in scientific data management systems ...

5 Synchronization and recovery in a client-server storage system

E. Panagos, A. Biliris
August 1997 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 6 Issue 3
Publisher: Springer-Verlag New York, Inc.
Full text available: pdf(205.25 KB)   Additional Information: full citation, abstract, citings, index terms

> Client-server object-oriented database management systems differ significantly from traditional centralized systems in terms of their architecture and the applications they target. In this paper, we present the client-server architecture of the EOS storage manager and we describe the concurrency control and recovery mechanisms it employs. EOS offers a semi-optimistic locking scheme based on the multi-granularity two-version two-phase locking protocol. Under this scheme, multiple concurrent read ...
>
> **Keywords**: Checkpoint, Client-server architecture, Object management, Concurrency control, Locking, Logging, Recovery, Transaction management

6 Collocation and virtual collocation: Benefits of synchronous collaboration support for an application-centered analysis team working on complex problems: a case study

John M. Linebarger, Andrew J. Scholand, Mark A. Ehlen, Michael J. Procopio

November 2005 **Proceedings of the 2005 international ACM SIGGROUP conference on Supporting group work GROUP '05**
Publisher: ACM Press
Full text available: pdf(682.03 KB)   Additional Information: full citation, abstract, references, index terms

A month-long quasi-experiment was conducted using a distributed team responsible for modeling, simulation, and analysis. Six experiments of three different time durations (short, medium, and long) were performed. The primary goal was to discover if synchronous collaboration capability through a particular application improved the ability of the team to form a common mental model of the analysis problem(s) and solution(s). The results indicated that such collaboration capability did improve the f ...

Keywords: benefits of collaboration, collaboration experiments, collaboration frameworks, common mental models, synchronous collaboration

7   The Escrow transactional method

Patrick E. O'Neil
December 1986 **ACM Transactions on Database Systems (TODS)**, Volume 11 Issue 4
Publisher: ACM Press

Full text available: pdf(2.36 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

A method is presented for permitting record updates by long-lived transactions without forbidding simultaneous access by other users to records modified. Earlier methods presented separately by Gawlick and Reuter are comparable but concentrate on "hot-spot" situations, where even short transactions cannot lock frequently accessed fields without causing bottlenecks. The Escrow Method offered here is designed to support nonblocking record updates by transactions that are "lo ...

8   A method for implementing lock-free shared-data structures

Greg Barnes
August 1993 **Proceedings of the fifth annual ACM symposium on Parallel algorithms and architectures SPAA '93**
Publisher: ACM Press
Full text available: pdf(978.61 KB)   Additional Information: full citation, references, citings, index terms

9   Garbage collection for a client-server persistent object store

Laurent Amsaleg, Michael J. Franklin, Olivier Gruber
August 1999 **ACM Transactions on Computer Systems (TOCS)**, Volume 17 Issue 3
Publisher: ACM Press

Full text available: pdf(267.18 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

We describe an efficient server-based algorithm for garbage collecting persistent object stores in a client-server environmnet. The algorithm is incremental and runs concurrently with client transactions. Unlike previous algorithms, it does not hold any transactional locks on data and does non require callbacks to clients. It is fault-tolerant, but performs very little logging. The algorithm has been designed to be integrated into existing systems, and therefore it works with standard i ...

Keywords: client-server system, logging, persistent object-store, recovery

10   Activity-based computing: support for mobility and collaboration in ubiquitous

computing
E. Bardram
September 2005 **Personal and Ubiquitous Computing**, Volume 9 Issue 5
Publisher: Springer-Verlag
Full text available: pdf(412.31 KB)   Additional Information: full citation, abstract, citings

This paper presents the design philosophy of *activity-based computing* (ABC), which addresses mobility and cooperation in human work activities. Furthermore, it presents the ABC framework, which is a ubiquitous computing infrastructure supporting ABC. The idea of ABC and the aim of the ABC framework is to: (1) support human activity by managing its collection of work tasks on a computer, (2) support mobility by distributing activities across heterogeneous computing environments, (3) suppor ...

Keywords: Activity-based computing, Computer supported cooperative work, Context-aware computing, Pervasive healthcare, State management, Ubiquitous computing

11 The SNAP-1 parallel AI prototype

R. F. DeMara, D. I. Moldovan
April 1991 **ACM SIGARCH Computer Architecture News , Proceedings of the 18th annual international symposium on Computer architecture ISCA '91**, Volume 19 Issue 3
Publisher: ACM Press
Full text available: pdf(1.07 MB)   Additional Information: full citation, references, citings, index terms

12 Special issue: AI in engineering

D. Sriram, R. Joobbani
April 1985 **ACM SIGART Bulletin**, Issue 92
Publisher: ACM Press
Full text available: pdf(8.79 MB)   Additional Information: full citation, abstract

The papers in this special issue were compiled from responses to the announcement in the July 1984 issue of the SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected in the sixty papers received from over six countries. About half the papers were received over the computer network.

13 Designing presentations for on-demand viewing

Liwei He, Jonathan Grudin, Anoop Gupta
December 2000 **Proceedings of the 2000 ACM conference on Computer supported cooperative work CSCW '00**
Publisher: ACM Press
Full text available: pdf(487.54 KB)   Additional Information: full citation, abstract, references, citings, index terms

Increasingly often, presentations are given before a live audience, while simultaneously being viewed remotely and recorded for subsequent viewing on-demand over the Web. How should video presentations be designed for web access? How is video accessed and used online? Does optimal design for live and on-demand audiences conflict? We examined detailed behavior patterns of more than 9000 on-demand users of a large corpus of professionally prepared presentations. We find that as many people ac ...

Keywords: digital library, streaming media, video on-demand

14 Fault-scalable Byzantine fault-tolerant services

Michael Abd-El-Malek, Gregory R. Ganger, Garth R. Goodson, Michael K. Reiter, Jay J. Wylie
October 2005 **ACM SIGOPS Operating Systems Review , Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**, Volume 39 Issue 5
Publisher: ACM Press
Full text available: 🔁 pdf(356.66 KB) Additional Information: full citation, abstract, references, index terms

A *fault-scalable* service can be configured to tolerate increasing numbers of faults without significant decreases in performance. The Query/Update (Q/U) protocol is a new tool that enables construction of fault-scalable Byzantine fault-tolerant services. The optimistic quorum-based nature of the Q/U protocol allows it to provide better throughput and fault-scalability than replicated state machines using agreement-based protocols. A prototype service built using the Q/U protocol outperfor ...

Keywords: byzantine fault-tolerance, fault-scalability, quorums, replicated state machines, services

15 A structural view of the Cedar programming environment ◼

Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann
August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 8 Issue 4
Publisher: ACM Press
Full text available: 🔁 pdf(6.32 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

16 RPC-V: Toward Fault-Tolerant RPC for Internet Connected Desktop Grids with Volatile Nodes ◼

Samir Djilali, Thomas Herault, Oleg Lodygensky, Tangui Morlier, Gilles Fedak, Franck Cappello
November 2004 **Proceedings of the 2004 ACM/IEEE conference on Supercomputing SC '04**
Publisher: IEEE Computer Society
Full text available: 🔁 pdf(230.75 KB) Additional Information: full citation, abstract

RPC is one of the programming models envisioned for the Grid. In Internet connected Large Scale Grids such as Desktop Grids, nodes and networks failures are not rare events. This paper provides several contributions, examining the feasibility and limits of fault-tolerant RPC on these platforms. First, we characterize these Grids from their fundamental features and demonstrate that their applications scope should be safely restricted to stateless services. Second, we present a new fault-tolerant ...

17 Fast detection of communication patterns in distributed executions ◼

Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**
Publisher: IBM Press
Full text available: 🔁 pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the

execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

18 OAI in action: Repository synchronization in the OAI framework   ▬

Xiaoming Liu, Kurt Maly, Mohammad Zubair, Michael L. Nelson

May 2003 **Proceedings of the 3rd ACM/IEEE-CS joint conference on Digital libraries JCDL '03**

Publisher: IEEE Computer Society

Full text available: ▣ pdf(98.38 KB)   Additional Information: full citation, abstract, references, citings, index terms

The Open Archives Initiative Protocol for Metadata Harvesting (OAI-PMH) began as an alternative to distributed searching of scholarly eprint repositories. The model embraced by the OAI-PMH is that of metadata harvesting, where value-added services (by a "service provider") are constructed on cached copies of the metadata extracted from the repositories of the harvester's choosing. While this model dispenses with the well known problems of distributed searching, it introduces the problem of synch ...

19 Nomadic radio: speech and audio interaction for contextual messaging in nomadic   ▬
⬙ environments

Nitin Sawhney, Chris Schmandt

September 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 3

Publisher: ACM Press

Full text available: ▣ pdf(648.76 KB)   Additional Information: full citation, abstract, references, citings, index terms

Mobile workers need seamless access to communication and information services while on the move. However, current solutions overwhelm users with intrusive interfaces and ambiguous notifications. This article discusses the interaction techniques developed for Nomadic Radio, a wearable computing platform for managing voice and text-based messages in a nomadic environment. Nomadic Radio employs an auditory user interface, which synchronizes speech recognition, speech synthesis, nonspeech audio ...

Keywords: adaptive interfaces, contextual interfaces, interruptions, nonspeech audio, notifications, passive awareness, spatial listening, speech interaction, wearable computing

20 ReVive: cost-effective architectural support for rollback recovery in shared-memory   ▬
⬙ multiprocessors

Milos Prvulovic, Zheng Zhang, Josep Torrellas

May 2002 **ACM SIGARCH Computer Architecture News , Proceedings of the 29th annual international symposium on Computer architecture ISCA '02 , Proceedings of the 29th annual international symposium on Computer architecture ISCA '02**, Volume 30 Issue 2

Publisher: IEEE Computer Society, ACM Press

Full text available: ▣ pdf(1.38 MB) 📄   Additional Information: full citation, abstract, references, citings, index terms
Publisher Site

This paper presents ReVive, a novel general-purpose rollback recovery mechanism for shared-memory multiprocessors. ReVive carefully balances the conflicting requirements of availability, performance, and hardware cost. ReVive performs checkpointing, logging, and distributed parity protection, all memory-based. It enables recovery from a wide class of errors, including the permanent loss of an entire node. To maintain high performance,

ReVive includes specialized hardware that performs frequent o ...

Keywords: fault tolerance, shared-memory multiprocessors, rollback recovery, recovery, BER, logging, parity, checkpointing, availability

Results 1 - 20 of 200   Result page: **1**   2   3   4   5   6   7   8   9   10   next